

EXHIBIT 8

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1 UNITED STATES DISTRICT COURT
2 FOR THE WESTERN DISTRICT OF WASHINGTON AT SEATTLE
3 Case No. 2:21-cv-00563-JCC

4 IN RE: VALVE ANTITRUST LITIGATION

5

 /
6 2 South Biscayne Boulevard

7 Miami, Florida

8 November 27, 2023

9 10:14 a.m. - 6:23 p.m.

10 VIDEO DEPOSITION OF JACOB TROYER

11 * * * * * HIGHLY CONFIDENTIAL * * * * *

12
13 Taken before SUZANNE VITALE, R.P.R., F.P.R.
14 and Notary Public for the State of Florida at Large,
15 pursuant to Notice of Taking Deposition filed in the
16 above cause.

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1 A. The games that they make are a constant
2 inspiration for me, primarily because every time
3 they put something out, it exists to push the
4 envelope of a technology that is being made, trying
5 to draw attention to it.

6 Like with the original Half-Life, they
7 kind of proved that you can make a rather compelling
8 story while still having good combat and good
9 physics and good -- good game play.

10 With Half-Life 2, they sort of innovated
11 on advancing the physics engines and showing what
12 modern CPUs are capable of producing and all that
13 sort of stuff.

14 And with Half-Life: Alyx, they pushed the
15 envelope on what designs people could think were
16 possible for VR. Every time they put something out,
17 it's innovative. It's new. It's fresh. It shows
18 what you can do with what you have.

19 Q. Would you say that that work, that
20 innovation that they do inspires you as a game
21 developer?

22 A. Absolutely.

23 Q. And what do you think about Steam? You
24 mentioned Steam?

25 A. Yeah. Steam is the digital marketplace

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1 A. Yes.

2 Q. How do you find out about games you want
3 to try?

4 A. Most of the time it's word of mouth.
5 Other times it is through -- I will be watching news
6 cycles and keeping my eye out for any trailers of
7 things that I might want to see or anything that
8 gets brought up through, you know, several
9 announcements during award ceremonies or events.

10 Q. What sort of award ceremonies or events
11 are you talking about?

12 A. So things like The Game Awards, the TGAs
13 that are about to come out pretty soon. Many of
14 Geoff Keighley's shows, such as the summer game show
15 and all those sorts of things.

16 Q. Do your friends ever recommend games to
17 you?

18 A. All the time.

19 Q. And how many friends do you have on Steam?

20 A. Somewhere in the 30s.

21 Q. Are these -- go ahead.

22 A. I have a close-knit group of people that I
23 hang out with on a regular basis that's maybe about
24 ten, but...

25 Q. Are these people that you met through

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1 Steam, or are they people that you met outside of
2 Steam?

3 A. Some of them -- the vast number of them I
4 met outside of Steam.

5 Q. Okay. And will you socialize through
6 playing games?

7 A. Yes.

8 Q. And do you do that on Steam?

9 A. I do not use Steam's chat services to do
10 this, but the games that we play are -- we have all
11 bought through Steam.

12 Q. How frequently would you say you do that?

13 A. At least once a week.

14 Q. Is that a major way you keep in touch with
15 your friends?

16 A. Yes. It's also a major way I keep in
17 touch with some of my family members even. So --

18 Q. Do you have a family plan?

19 A. I do not have a family plan. But I -- I
20 do play Baldur's Gate with my brothers and my dad
21 every Saturday almost.

22 Q. That's nice.

23 Do you -- how do you browse for games on
24 Steam?

25 A. Generally speaking, I'll go to the store

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1 and see if there's any sales going on. Or, like,
2 I'll check my wish list to see if there's any sales
3 on those or if I have, you know, spare money to buy
4 something.

5 Q. What's a wish list?

6 A. A wish list is just a catalog of games
7 that you have marked as being interested in.

8 Q. And that's a feature of Steam?

9 A. Yes.

10 Q. And you mentioned sales.

11 Are you talking about the seasonal sales?

12 A. I am talking about either the seasonal
13 sales or sometimes a game just goes on sale.
14 Sometime the developer just marks it as, you know,
15 here's a 33 percent discount; go buy it.

16 Q. And that will incentivize you to purchase
17 the game?

18 A. Yeah.

19 Q. Do you have a sense of how frequently
20 you'll purchase a game during a sale?

21 A. During a sale, it's -- I'll maybe buy one
22 or two. I don't go nuts like some people I know do,
23 but --

24 Q. Do you ever use the Discovery Queue?

25 A. Occasionally.

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- 1 Q. The top seller's list?
- 2 A. I will use the top seller's list.
- 3 Q. Do you ever browse by genre?
- 4 A. I browse by genre frequently.
- 5 Q. How about by tag?
- 6 A. Not by tag, no.
- 7 Q. Do you ever see a notification on Steam
- 8 that a friend is playing a game and then try that
- 9 game?
- 10 A. I generally talk to them about it first to
- 11 get a feel for it.
- 12 Q. Okay. But you will receive that
- 13 notification?
- 14 A. But I will receive that notification and
- 15 then say, "Huh, okay, well" -- I'll ask them how
- 16 it's going and see how they like it and if it's
- 17 something I would be interested in.
- 18 Q. Do you use Curators at all?
- 19 A. No.
- 20 Q. When you shop for games, do you look at
- 21 Steam reviews?
- 22 A. Yes.
- 23 Q. Why?
- 24 A. Well, user reviews are generally a very --
- 25 in my view, a reliable way to get a gauge on how the

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1 community has actually received the game, whether it
2 be positively or negatively.

3 Certainly there can be incidents that a
4 game has a great deal of drama that surrounds it and
5 thus sort of muddies the pool a little bit. But
6 that's still a very important thing to look at
7 because you want to make sure that the games that
8 you buy come from companies that you can approve of.

9 Q. Do you think review integrity is
10 important?

11 A. Absolutely.

12 Q. Can you elaborate?

13 A. I think giving players the proper
14 impression of the game that they are going to buy is
15 incredibly important, and it is important that they
16 get as much information as they can and that that
17 information is accurate.

18 Q. You mentioned the community before.

19 Are you talking about the gaming
20 community?

21 A. Yes.

22 Q. When you shop for games, do you look for
23 reviews anywhere other than on Steam?

24 A. Yeah, I will occasionally take a peek at
25 some of the review sites, Metacritic, IGN

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1 occasionally. I'm not really -- don't really put
2 much heat behind IGN these days.

3 I'll look at them. I'll look at PC Gamer.
4 I'll look at Destructoid.

5 Q. So we mentioned Steam as a place to play
6 games, and we also discussed other distribution
7 platforms.

8 Do you know whether you can also play on
9 itch.io, use it as a launcher?

10 A. I think it depends on the game on itch.io,
11 whether or not you can play it in the browser or
12 not. I don't know if -- I don't know they have
13 their own, like, independent launcher outside of
14 that sort of stuff. But I know if it's like a unity
15 game, you can typically run it in browser.

16 Q. What about Humble Bundle?

17 A. Humble Bundle, as I believe I think I
18 stated earlier, a lot of the time you do just get a
19 Steam key through Humble Bundle, if I'm remembering
20 right.

21 Q. Okay. So what's a Steam key?

22 A. A Steam key effectively is the signature
23 key that identifies the game that you are able to
24 play.

25 You basically take that key, you put it in

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1 your library, and you -- it identifies that as the
2 game and unlocks the ability for you to be able to
3 play it.

4 Q. So you purchase it off Steam, the key; is
5 that right?

6 A. You purchase the key off of Steam, put it
7 into their infrastructure, and then that corresponds
8 to a software that then enables you to access.

9 Q. Are you aware of any developers that have
10 their own platforms for their games?

11 A. Yes.

12 Q. Can you name just a few?

13 A. Ubisoft. I know Paradox has their own
14 launcher. I know EA has Origin, but I think that
15 one is kind of on the way out.

16 Epic Games has the Epic Games Store where
17 they distribute Fortnite and many of their partners'
18 games. Like, Hades was on there for the longest
19 time exclusively.

20 And I think Activision had Battle.net for
21 the longest time, but that's also on the way out
22 too.

23 Q. And how many of these platforms will you
24 use to play games?

25 A. Most -- most of the time I just use Steam.

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1 I'll occasionally use Paradox as launcher.

2 Q. And so Steam is the platform you play
3 games most often on?

4 A. Steam is my primary platform.

5 Q. Are you aware that you can -- there are
6 games that you play on some platforms but not
7 others?

8 A. Yes.

9 Q. Are there games that you can play on
10 multiple platforms?

11 A. Yes.

12 Q. That are compatible with multiple
13 platforms?

14 A. Yes.

15 Q. Would you say that popular games can be
16 played on multiple platforms?

17 MS. SMITH: Object to form.

18 THE WITNESS: Yeah.

19 BY MR. DAY:

20 Q. How about -- would you say that most games
21 that you play can be played on multiple platforms?

22 A. Yeah, absolutely.

23 Q. What is cross-play?

24 A. Cross-play is the ability to play games
25 between two platforms in a multiple-player fashion.

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1 It enables a -- someone who is playing on a console,
2 say, a PS5, to connect with a person playing on a PC
3 and play the game together.

4 Q. Is it common?

5 MS. SMITH: Object to form.

6 THE WITNESS: I don't know I would say
7 it's terribly common.

8 BY MR. DAY:

9 Q. Do any of the games that you play allow
10 for cross-play?

11 A. I don't really play terribly many
12 multiplayer games, so I would say no.

13 Q. Okay. I want to go into sort of
14 Development 101 briefly.

15 What is video game software in sort of a
16 10,000-foot view?

17 A. It's software that you can play games
18 with. It's a game that goes on your computer, and
19 you interact with it and you have fun.

20 Q. And does the game itself have its own
21 software?

22 A. Yes.

23 Q. Okay. And does the software define its
24 features?

25 A. Yes.

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1 Q. And then I think what you were saying
2 there, do platforms like Steam, do they have their
3 own software?

4 A. Yeah.

5 Q. Okay. And so do platforms vary widely in
6 terms of the features they offer?

7 MS. SMITH: Objection to form.

8 BY MR. DAY:

9 Q. If you know.

10 A. To my knowledge, most platforms offer a
11 basic suite of distribution of the game, social
12 interaction elements, and a basic operating system
13 for which it can actually -- in the case of a
14 console, it has an operating system on which it can
15 run.

16 So it's pretty universal what things give
17 you.

18 Q. In terms of the service?

19 A. In terms of the service, yes.

20 Q. Okay. And you're talking generally about
21 a social function, a --

22 A. A social function, a distribution
23 function, a method by which you can access your
24 games' settings, panels to make sure that your
25 system is suited for your needs.

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1 Q. Okay. And when you're designing a game,
2 how do you make sure the game can run on a
3 particular platform?

4 A. Generally speaking, you check its -- you
5 check the qualifications of the platform. You make
6 sure that you optimize within those parameters.

7 Generally speaking, what I like to do is I
8 like to shoot for the lowest common denominator and
9 build up from there. I try to make sure that I can
10 run on the weakest target possible and then enhance
11 my experience from there.

12 It's a lot easier to build up than tear
13 down.

14 Q. So do you have to tailor your game
15 software at least somewhat to fit each particular
16 platform?

17 A. Yes.

18 Q. And what's hardware?

19 A. Hardware is the electronics that you're
20 playing on. So it's your computer. It's your
21 console. It's your accessories that allow you to
22 interact with that stuff.

23 Q. And so when you're designing a game, do
24 you make the game software compatible with a
25 particular hardware?

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1 A. Yes, you will generally do that.

2 Q. And when it comes to VR games, what
3 consoles are available?

4 A. Well, PlayStation has their PS VR. Beyond
5 that, there are the Meta mobile headsets that are
6 around these days. I never really developed for
7 them. I mostly developed for the PC headsets, those
8 being the HTC VIVE, the Oculus Rift, the Rift S, and
9 a couple of the Microsoft mixed-reality headsets. I
10 think it was mostly just the HP for that.

11 But you would need a PC to make any of
12 those run.

13 Q. Does Valve have its own --

14 A. Valve does have a headset, now that you
15 remind me, yeah. It's the Index.

16 Q. And so what's the part that goes over your
17 head called?

18 A. I would call that the headset.

19 Q. Okay. And then you have to hold --

20 A. A pair of controllers, motion controllers.

21 Q. What are those called? Controllers?

22 A. Yeah. Controllers, motion controllers.

23 Various companies have different names for them.

24 Q. And for each of the VR consoles you
25 mentioned, do they differ in terms of their headsets

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1 and controllers?

2 A. Yes. The hardware for the headsets
3 themselves is very different.

4 Q. Okay. Is it true that there are -- I
5 think you mentioned this -- there are tethered VR
6 sets and nontethered VR sets?

7 A. Yes.

8 Q. And what's the difference?

9 A. The difference is whether or not you need
10 to be connected to a PC to make them work.

11 Q. Is PlayStation's VR set a tethered set?

12 A. To my knowledge, yes.

13 Q. Does it hook up to a PC or a console?

14 A. It hooks up to a PlayStation. So a
15 tethered thing requires external hardware to
16 actually run.

17 Q. But that could be a PC or a console?

18 A. It could be a PC or a console, depending
19 on the headset.

20 Q. Okay. But is it fair to say that each VR
21 console has its own combination of hardware?

22 A. Yes.

23 Q. And do you have to design a game software
24 to make sure it's compatible with each VR console
25 set?

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1 A. Generally speaking, the only requirement
2 is to make sure that it works with the controls.
3 Beyond that, it's generally rather compliant. Like,
4 the only real difference is making sure that the
5 controls all work between all the different
6 platforms.

7 Q. I'm trying to understand that.

8 So are you saying that the controllers are
9 what you --

10 A. The controllers are what you are
11 specializing around, yes.

12 Q. Okay.

13 A. It's what you need to change.

14 Q. Okay. Is designing a VR game for a
15 particular console, let's just say the Index, akin
16 to designing a non-VR game to a console like
17 PlayStation?

18 A. No.

19 Q. Okay.

20 A. There's vast amounts of compliance things
21 that you need to go through to get it onto a
22 console.

23 Making it for a headset, you just need to
24 make sure it works on the headset and then make sure
25 you match whatever compliance things go for that

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1 console. Like, it's not terribly different between
2 the two.

3 Q. Okay. What's Steam VR?

4 A. Steam VR is the software that the HTC VIVE
5 and the Valve Index run through to make the headset
6 operate and play the games. It's what allows the
7 headset to communicate properly with your system and
8 then access and connect to your games.

9 Q. Are there other VR platforms besides the
10 Steam VR?

11 A. Yes. There is Oculus.

12 Q. Based on what you said, do VR games also
13 have to account for software platforms like Steam VR
14 versus Oculus?

15 A. Kind of, sort of. Oculus needs to be
16 running whenever you are running an Oculus headset,
17 but you can connect your Oculus through Steam VR as
18 well. Like, it's a very flexible system that way.

19 You can't go the other way around but...

20 Q. Okay. And when you worked there, which VR
21 consoles did Djinni & Thaco work for?

22 A. When I worked there, we focused primarily
23 on the HTC VIVE and the Oculus Rift. We wanted to
24 expand into doing more stuff with the Index, but I
25 don't remember ever getting my own personal hands on

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1 one.

2 I know we got our hands on the Index
3 controllers, which we had to sort of adapt with, but
4 we didn't really get a lot of time with them.

5 Q. Okay. Why didn't you have -- strike that.

6 What VR platforms did Djinni & Thaco work
7 for?

8 A. It worked for Oculus Rift and HTC VIVE.

9 Q. And Steam VR, did it work for Steam VR?

10 A. Considering HTC VIVE had to run through
11 Steam VR, yes.

12 MR. DAY: I will introduce Tab 3. Let me
13 do the right tab this time.

14 (Thereupon, the referred-to document was
15 marked for Identification as Defendant's Exhibit 3.)

16 THE WITNESS: The old Djinni & Thaco Steam
17 page.

18 BY MR. DAY:

19 Q. So do you recognize this?

20 A. Yes.

21 Q. What is this?

22 A. This is the Djinni & Thaco Steam page when
23 it was still up.

24 Q. So do all games get their own Steam page?

25 A. That is correct.

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1 Q. I just want to go through some of the
2 features here to get your take on them.

3 First, you see the title Trial by Spire.
4 On the right, there is a button to Community Hub.

5 Do you see that?

6 A. Yes.

7 Q. What is Community Hub?

8 A. That is a place where people will post
9 topics for discussion over the game, talk about
10 screenshots and their experiences with it.

11 Q. Why did Dark Catt -- did Dark Catt
12 implement a hub?

13 A. I believe so. I believe you have to.

14 Q. And have you used -- have you participated
15 in community hubs?

16 A. Rarely.

17 Q. Okay. Let's move down.

18 Do you remember what, if anything, was in
19 the Djinni & Thaco Community Hub?

20 A. I believe there was maybe one or two posts
21 that were effectively complaints, but that's about
22 it.

23 Q. So these community hubs are opportunities
24 for users to interface with developers?

25 A. Yes. Developers can also participate in

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1 the community posts.

2 Q. Do gamers talk to each other through
3 community posts?

4 A. Yes.

5 MS. SMITH: Object to form.

6 BY MR. DAY:

7 Q. Let's just move down, straight down from
8 Community Hub. We see popular user-defined tags.

9 Why -- why -- do tags -- why do developers
10 use tags?

11 MS. SMITH: Object to form.

12 BY MR. DAY:

13 Q. Sorry. Scratch that.

14 Why did Dark Catt use tags?

15 MS. SMITH: Object to form.

16 BY MR. DAY:

17 Q. If you know.

18 A. Effectively, it is a way for them to label
19 the game and get it in the mindset of people that
20 would be searching for games that have similar tags
21 associated with, create an association between games
22 that would be similar to ours and keep them in the
23 same sort of pool.

24 Q. Does it help developers find their market,
25 would you say?

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1 A. I would say so. I believe that is the
2 intention.

3 Q. And you said you used games before -- or
4 tags before, I should say?

5 A. I don't use them terribly much because I
6 am more genre specific than I am getting down to
7 this level of specificity. Granted, there are some
8 genres that are -- can be used as a tag as well,
9 so...

10 Q. Got it.

11 Now, with this green box here, "Download
12 Djinni & Thaco: Trial by Spire demo," what's a
13 demo?

14 A. A demo is a sample of the game. It's
15 basically a bite-sized section of the game that
16 would allow you to sample it and make sure it's
17 actually what you want to get before you buy it.

18 Q. Does it cost any money?

19 A. It shouldn't.

20 Q. Does this one cost any money?

21 A. This one does not, no.

22 Q. Did you work on the demo?

23 A. I did work on the demo because it's,
24 effectively, just the first two levels of the game.

25 Q. Okay. And do you know why Dark Catt

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1 promoted a demo?

2 A. To my knowledge, it was to partially just
3 make sure it was what people wanted to buy, like
4 make sure people actually want to get the game, give
5 them a chance to try it out. And if they end up
6 deciding they want it, then, well, 25 bucks.

7 Q. Do you use demos?

8 A. Oh, I -- occasionally, yeah.

9 Q. Do you think it's helpful for gamers to
10 have a demo --

11 MS. SMITH: Object to form.

12 BY MR. DAY:

13 Q. -- in your opinion?

14 A. Yes.

15 Q. Then there are a couple of other features
16 of Steam that remind me of demos but aren't. I just
17 want to run them by you.

18 Early access.

19 A. Early access, yes.

20 Q. What is that?

21 A. It is effectively a -- you buy the game,
22 and you are able to play it to its full-feature
23 level that the developer has offered you. It might
24 not be the full game. It could just be a certain
25 section of it.

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1 It is, however, to be noted that you are
2 still playing a game in a development environment
3 when you buy a game in early access. So it is very
4 likely that it will be full of bugs, glitches, and
5 other problems that you might encounter.

6 Q. Have any of the games that you've worked
7 on used early access?

8 A. No.

9 Q. Have you ever bought a game early access?

10 A. Yes.

11 Q. Do you think it augments your gamer
12 experience, to be part of it?

13 A. It's neat to get into it early. I don't
14 know if I'd call it an augmenting experience.

15 Q. Here is another one that reminds me of
16 demo, play test.

17 A. Play test.

18 Q. Do you know about play test?

19 A. Yes. So play tests are generally people
20 will get invited through various methods. Either
21 they provide their e-mail to sign up for a play test
22 or something of that nature to get into the game and
23 provide feedback and -- yeah, provide feedback on
24 the game and get a chance to get their hands on it
25 early.

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1 Q. And then this -- we've mentioned seasonal
2 sales.

3 But Next Fest, have you ever participated
4 in Next Fest?

5 A. No.

6 Q. Do you know what Next Fest is?

7 A. I do know what Next Fest is.

8 Q. Could you describe that for me?

9 A. It's an event that Steam holds that
10 highlights up-and-coming indie developers or
11 highlights up-and-coming indie games that basically
12 enables you to get access -- you use it to promote
13 demos for those games and helps stir up the word and
14 get people aware of them.

15 Q. So it's a sort of demo-based?

16 A. Yeah, it's a demo-based event.

17 Q. Okay. Then next to the green box, it
18 says, "Is this game relevant to you? Sign in to see
19 reasons why you may or may not like this game based
20 on your games, friends, and curators you follow."

21 So what would -- what does this do? This
22 box here, what service does this provide?

23 MS. SMITH: Object to form.

24 THE WITNESS: That would be -- so this
25 specific screen implies that you are not

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1 currently signed in to Steam is what I would
2 say. And signing in to Steam would thus
3 unlock -- give you the ability to know certain
4 things about either your friends list or people
5 that you follow that might have things to say
6 about it.

7 BY MR. DAY:

8 Q. And would this -- what would it say if you
9 signed in here?

10 A. If you had signed in here, there would
11 probably be a list of friends there that already own
12 the game as well as some basic recommendations from
13 the platform itself to say, "Hey, this game is
14 similar to these other things that you play.
15 This -- are you sure this matches your interest?
16 This doesn't look like anything you've played in the
17 past X amount of hours."

18 Q. Interesting. Okay.

19 And turn to the next page. On the right,
20 it says, "55 Steam achievements"?

21 A. Uh-huh.

22 Q. What are achievements?

23 A. Achievements are -- pardon me.

24 Achievements are the various things that
25 you can do in the game and accomplish to -- they're

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1 basically just little accomplishments that you can
2 do in the game, and it will track those.

3 Q. Where will it track them?

4 A. On Steam and in the game as well if you
5 would have set things up correctly.

6 Q. Did you design any achievements?

7 A. I was not the man behind the achievements,
8 no. That was not my main -- that was not my main
9 focus there.

10 Q. Do you know why Dark Catt created
11 55 achievements?

12 MS. SMITH: Object to form.

13 THE WITNESS: I believe we created these
14 achievements in order to basically -- partially
15 to give a preview of certain mechanics that
16 happen in the game and to help the player track
17 their progress in the things that they have
18 done.

19 BY MR. DAY:

20 Q. Do you know who created these
21 achievements?

22 A. I know the two people that were
23 responsible for -- I know at least two people.

24 Q. Who are they?

25 A. I know Alex Felinski was the one who

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1 actually implemented the systems for it. And I
2 believe there were a few people on the production
3 side that were responsible for writing them up and
4 making them. So those would have probably been
5 Dodds Colley, John Robb, Adam Brown.

6 Q. How do you know that those were the
7 reasons that Dark Catt implemented the achievements?

8 A. It's a hunch really. It's what I would
9 have done myself. It's the reason why I would
10 include achievements in a game.

11 Q. Would you say these are helpful to
12 developers --

13 A. Yes.

14 Q. -- to use this tab?

15 Okay. There's a couple of more links down
16 here. Discussions.

17 What are discussions, new discussions?

18 A. Discussions are an aspect of the Community
19 Hub. They're effectively forum posts.

20 Q. And community groups, what are those?

21 A. Community groups are collections of people
22 that have an interest in the game, specific aspects
23 of it.

24 Q. And what's related news? That's above
25 that.

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1 A. Related news would be any news that is
2 associated with the game.

3 Q. Okay. So these are -- everything we've
4 been talking about -- and we could go on, as you
5 know -- are features of Steam that help promote the
6 game that's on the platform, would you say?

7 A. Yes.

8 MS. SMITH: Object to form.

9 BY MR. DAY:

10 Q. Are there any other platforms that you're
11 aware of that provide this -- these specific suite
12 of offerings?

13 A. I believe the Oculus store offers this to
14 a limited degree. I haven't looked at Epic Games in
15 a very long time. So I would not be able to tell
16 you if they offer this depth, but I believe that
17 they were working on doing so. Yeah, that's all I
18 have to say on that subject.

19 Q. Okay. We're going to turn to the reviews
20 now if you turn the page.

21 A. Yes.

22 Q. And we're going to go to some of them.

23 But for now, I just want to go through
24 some details that are here.

25 You see there's customer reviews, and then

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1 THE WITNESS: Ah, our VIVEPORT store.

2 BY MR. DAY:

3 Q. What is VIVEPORT?

4 A. VIVEPORT is the distribution service for
5 HTC VIVE. This is how VIVE tries to sell their
6 games, tries to sell games for their headset.

7 Q. So it's -- it's another distribution
8 platform?

9 A. It's another distribution platform for
10 headsets.

11 Q. Do you see any community-related features
12 here in this?

13 A. Looking through it all, no. There's only
14 reviews.

15 Q. Any hubs, Community Hub option?

16 A. It is woefully absent.

17 Q. Community groups?

18 A. No.

19 Q. Discussions?

20 A. None.

21 Q. Is a demo available here?

22 A. Does not look like it.

23 Q. Let's just take a look at the reviews. So
24 that's page 4 --

25 A. Yes.